## Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN TYPE [ (Column 2 OR SMALL ENTITY (Column 1) **TOTAL CLAIMS** RATE FEE RATE FEE BASIC FEE OR BASIC FEE FOR 385.00 770.00 NUMBER FILED NUMBER EXTRA TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS mínus 3 = X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL CLAIMS AS AMENDED - PART II OTHER THAN SMALL ENTITY SMALL ENTITY OR 3-3-05 (Column 3) (Column 1) (Column 2) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL TIONAL RATE RATE **AMENDMENT** AFTER **PREVIOUSLY EXTRA** FEE FEE AMENDMENT PAID FOR Total Minus X\$18= X\$ 9= 20 OR Independent Minus X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 2) (Column 3) (Column 1) HIGHEST CL AIMS ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE AMENDMENT AFTER **PREVIOUSLY EXTRA** FEE FEE PAID FOR AMENDMENT Total Minus X\$ 9= X\$18= OR Independent Minus X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column<sub>3</sub>) (Column 2) (Column 1) HIGHEST CLAIMS ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE ENDMENT **AFTER** PREVIOUSLY **EXTRA** PAID FOR AMENDMENT FEE FEE Total Minus X\$ 9-X\$18= OR Independent Minus X86± X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

OR

OR

+145=

TOTAL

+290=

ADDIT, FEE

TOTAL

<sup>•</sup> If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

<sup>&</sup>quot;If the 'Highest Number Previously Paid For' IN THIS SPACE is less than 20, enter '20."

ADDIT, FEE "If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.